

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 2 | 6+ | 1 | 8+ | 1  |

RANGED WEAPONS

| WEAPON                        | RANGE | A | BS | S | AP | D |
|-------------------------------|-------|---|----|---|----|---|
| Grot Blasta<br>CLOSE-QUARTERS | 12"   | 1 | 4+ | 3 | 0  | 1 |

MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Scavenged Shivs | Melee | 1 | 5+ | 2 | 0  | 1 |

ABILITIES

- Downtrodden**  
For the purposes of transport capacity, each 2 Gretchin models (rounding up) take up the space of 1 model.
- Thievin’ Scavengers**  
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

FACTION RULES

- Waaagh!**  
Friendly ORKS with this ability can:
  - Re-roll advance rolls.
  - Become riled up, as stated in other rules.While a unit is riled up:
  - That unit has 5+ InSv.
  - That unit's ranged attacks have [ASSAULT].
  - When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.



**AUFSTELLUNG**

10-20x Gretchin

**Basegrößen:** 25mm, Runtherd 32mm

**Equipped with:** Grot Blasta, Scavenged Shivs



**KEYWORDS:** Infantry, Gretchin, Grots

**FACTION KEYWORDS:** Orks